

Title: THE LOST ORBS

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I have compiled this work
so that, when we have
the manpower to seek
out the four lost orbs,
all of the information we
have will be available to
the seeker.

The first orb, golden in
hue, was stored within
the keep in a secret
location until stolen by a
soldier of Chaos. He
imbibed a potion of
invisibility and followed
behind the commander,
who had gone to retrieve
the orb. When he found
the room, he attacked
the unwary commander
and stole the orb.
However, his invisibility
wore off as he was
making good his escape
and he was seen by a
troop of guards. The
guards chased the thief
until he was cornered
southeast of the keep;
his only escape from the
guards would have been
to plunge into the Fiend's
Domain. This he did, and
was never seen again. We
presume it has come into
the Fiend's possession and
expect he will try to use
it to his advantage.

The purple orb, reputedly
housed in the
Commander's bedchambers,
was also purloined by a
Chaosite, though this one
was no soldier. Those few
who saw it will never
forget it; they know not
whether the thing was

man, beast, or both. The thing was bipedal and vaguely humanoid, but it had the fur, large ears, feline face, and claws of a cat. It was being held prisoner in the keep, but an undisciplined soldier on duty relaxed on his watch and the cat-man escaped. I know not how it found its way into the Commander's bedchambers; I assume that its escape was not well-planned and he happened upon it by chance. However it did find the orb, the cat-man stole it and ran into the Maze. No one has seen the creature or the orb since.

The red orb was not stolen, but is out of our hands all the same. Prior to the closure of the addition to the outpost, to the southwest of the keep, SubCommander Gareth was charged with the task of transporting the orb to this area; we can assume he accomplished his mission, but Gareth never did return. Shortly thereafter the area was surrendered to the creatures that currently reign there. It is my presumption that the orb still rests within this catacomb.

The blue orb is certainly the strangest tale, but its possessor is a known entity; it rests in the decayed hands of the lich Aram-Dol. How that malevolent entity came to possess the blue orb is where the strange tale doth lie. Approximately the same time the red orb was carried to presumed safety, the blue orb was to be carried to

a location only SubCommander Gareth knew. The six automatons sent on this mission were ambushed not far from the outpost; lookouts witnessed the battle but could not send aid in time. The attackers were assumed to be spies of Chaos, but their identities will forever be unknown. They outnumbered the automatons by fully a score; the battle was quick. They fled away with great haste.

Later a merchant traveling to the keep from Shasavrah reported that he had seen the thieves in a small town west of the keep, but the orb was stolen from them, along with much of their supplies, in the night. The orb appeared again in the hands of authorities in Thiriastith, who seized it from a suspected stolen goods fence. Not knowing its import, the authorities auctioned it as a bauble to a wizard who knew what the orb was. This wizard, who was known only as the Asp, aspired to steal the silver seed. He came to Serpent's Fang as an adventure seeker and was told that the other orbs were stolen or lost. He discerned their whereabouts from this information, but that which he was told was apparently not true, for he set out immediately for Aram-Dol's lair.

Foolishly, he brought the one orb he possessed with him into those foul tunnels of Aram-Dol's lair. The dead that walk

those caverns and tunnels
soon forced the Asp to
join them in their
ever-living death. This new
soldier of Aram-Dol
brought the orb to the
lich, thus bringing a
momentary end to its
lengthy sojourn.